

VERTUOSO™



Instruction Manual



Epilepsy Warning

WARNING: Please read the following before playing game.

Certain light patterns or flashing lights may cause some individuals to experience epileptic seizures. Exposure to certain patterns or backgrounds on the computer screen while playing games may trigger such seizures. These types of seizures are possible even if a person has no medical history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, please consult your physician before playing this game.

If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, involuntary movement, or convulsions during game play, immediately discontinue use and consult your physician before resuming play.

Virtuoso - PC INSTRUCTION MANUAL

Introduction

As the screams and applause still echo and reverberate inside your head, the awful irony of your successful life style dawns on you as you relax in the confines of yet another hotel room. You are once again locked in. Confined by the hordes of adoring fans, desperate to touch the greatest musical talent of all time. Music is your life, but it is also your jailer!

Mobbed everywhere you go, only the strange looking apparatus that sits before you, can offer the escape you desperately need. Placing the peculiar helmet on your head, you turn on the machine. The lights dim, the headphones inside the helmet crackle into life. Lowering the visor you sit back in the chair, preparing to leave this world and travel into the world of Virtual Reality.

Welcome to the world of imagination..... A world of limitless possibilities..... A world so life like it's virtually real..... A world called Virtuoso.

Installation

Let's be honest with ourselves here! The chances of any PC game installing and running first time are about as probable as striking oil tomorrow! Hopefully you will be able to increase that probability rate by reading the next section carefully.

Before we even start to install a disk, it may be wise to ensure your machine has the required minimum specification for this game, that is:

System Requirements:

For IBM PC & 100% Compatibles. Requires:

- <> MS-DOS 5.0 or higher
 - <> 486 DX 33Mhz or greater
 - <> 4MB RAM
 - <> VGA monitor
 - <> At least 3 MB hard disk space required
 - <> MPC1 compatible CD-ROM drive (150K/sec transfer rate or higher)
 - <> MSCDEX 2.22 or higher
 - <> Analog joystick or compatible control pad
- Also supports Sound Blaster & 100% compatible sound cards for sound effects. CD music will require external speakers.

If you check out OK here then proceed with the installation. If you do not have this minimum configuration or are unsure, then please contact your software dealer or see Appendix A for our help line number.

CD ROM

Place the Virtuoso CD in your CD ROM drive. From your CD drive DOS prompt (e.g E:>) type:

INSTALL C:\VIRTUOSO <RETURN>

The installation program will now run. Please follow the on screen prompts to install the Virtuoso set-up information for running the game. Once complete you may run Virtuoso by typing: VIRTUOSO <RETURN> from the DOS prompt. The Virtuoso CD must always remain in the CD drive while the game is running.

If you try and run Virtuoso for the first time and get a message informing you that you do not have enough free memory to play the game then you should edit your AUTOEXEC.BAT and CONFIG.SYS files to remove all unnecessary device drivers and TSR's. If memory problems persist it may be necessary to create a boot disk (* See Appendix A on Trouble Shooting)

Hearing Music ?

There are a number of ways to hear the music in Virtuoso.

CD Version

There are two ways to hear the music on the CD version. The installation program will let you select the music source. Select 'CD' and the music will be played from the CD player. Select 'Midi' and the music will be played as midi music through the sound card in the normal way.

CD music:

- 1) The music recorded on the Virtuoso CD is CD quality audio. It may be played on any CD player as audio. To hear the music during the game you will need to connect an external speaker to the audio output of the CD ROM drive (this is located on the front of the unit as a 'Jack' socket). The music will now be played through the speakers. The volume for this can only be controlled by the volume control on the front of your CD ROM drive.

To hear the sound effects as well, connect a set of headphones to the audio output of the sound card. Use the set-up screen (see Set-up Menu) to alter the volume balance between the music and SFX.

Midi music:

- 2) The music for the game is midi music, played through the sound card with the sound effects in the normal manner. Use the set-up screen (see Set-up Menu) to alter the volume between the music and SFX to suit.

Main Menu Screen

Virtuoso is controlled from the main menu screen. From here you can select all relevant options by clicking the desired icon. Use the cursor to move the highlighter to the desired icon and press <RETURN>. If the joystick has been chosen as the control method for the game, you may also use this to guide the highlighter. The options available from the main menu screen are:

SELECT	: Lets you select which of the 3 missions you wish to play.
START	: Starts the game.
LOAD	: Allows you to load a previously stored game.
SET-UP	: Allows you to alter certain aspects of the game. (See below)
QUIT	: Allows you to quit to DOS.

Set-up Menu

This screen is controlled in the same way as the main menu. Use the cursor movement to select the desired icon and use <RETURN> to rotate through the available options. If the joystick has been chosen as the control method for the game, you may also use this to guide the highlighter. The following options may be altered:

Music/SFX icon	: This allows you to specify the percentage of background music volume to sound effects volume.
Control icon	: This allows you to select the control method for the game. If a joystick is not connected then only keyboard may be specified. If a joystick is connected, then you will be asked to perform a calibration check. Please follow the on-screen prompts. (Note: If joystick was selected as the control method and you quit to DOS. The game will automatically ask for calibration of the joystick when you next run the game)
Skill Level icon	: There are 4 levels of difficulty in which to play Virtuoso. We suggest you start with Medium (the default setting) until you're used to the controls of the game.
Return icon	: Select this when you have finished altering your options.

Load Menu

The load screen allows you to load back one of your previously saved games. Up to 6 games may be saved and then loaded back again. Hi-scores are displayed along side the name of the stored game. Move the highlighter to the desired stored game and press <RETURN>. The game will now start at the next level from when you saved.

Play Controls

Virtuoso may be played by keyboard, joystick or compatible PC control pad. Keyboard controls are as follows:

- Cursor keys : Control the direction of our hero :- Left, Right, Forwards or Backwards.
- Space Bar : Press this to make our hero fire.
- '<' Less than key : Allows our hero to step left.
- '>' Greater than key : Allows our hero to step right.
- Tab key : If you have any Smart Bombs you may throw them with this key.
- 'M' Key : Allows you to see a map of the level you are currently playing. This is only operational if you have already collected the Map Bonus.
- ESC key : Pauses the game and also allows you to quit the game and go back to the main menu.

If a joystick or compatible control pad is connected, then the joystick and direction pad control our hero's movement and the primary button on the joystick or control pad allows our hero to fire. The joystick and directional pad will also control the side step by pulling back and diagonally Left or Right respectively. All other controls are performed as above via the keyboard.

Playing The Game

As our hero in Virtuoso, you have 3 different missions to play. Each mission has approximately 8 levels to traverse. Level 1 on each mission starts in a wide open space. Each level has an exit to the next. All exits are locked. To escape the level and move on to the next you must find the key and take it to the exit. Exits can be either doors, trap doors, ladders or other such means of escape.

Preventing you from reaching your goal will be hordes of marauding enemies all deadly intent on stopping your progress. As you progress through the levels, you will find that enemies become more intelligent and of greater danger to your health.

Your health level is displayed at all times in the top left hand corner of the screen. You must always maintain your health level, if it dwindles to nothing you will die. You start with 3 lives and may pick up bonus lives as you progress. If you lose all your lives, the game will end.

Collectables

Dotted around each level you will find useful collectables that will help you to survive your mission. Each collectable is displayed as a spinning target. To reveal its contents you must shoot it. Collect the object by walking over it. Concealed within these collectables are:

Weapon power ups:

- Plasma Bolts : High energy balls of plasma.
- Laser Bolts : Forced energy streams of light.
- Guided Missiles : Guided missile launcher. Point, shoot and forget!

You may only carry one weapon. If you collect the same weapon more than once you will increase the strength of the weapon. Collect a different weapon and your weapon will be at standard strength again.

Other Collectables:

Health Bonus : Collect these to partly restore your health level.

Extra Life Bonus : Collect these to increase your life expectancy.

Radar : Collect this to install your radar scanner.

Keys : You will find one of these on each level. Now find the door to use it with.

Map : Collect this and you can then plot your position on the terrain map by pressing the 'M' key.

Score Bonus : Increase your score with score bonuses of 1000, 3000 and the mightily big 10000 points!

Gold Coins : You will need to collect these on certain levels to help you rid yourself of the suits of armor that continually obstruct you.

Saving Games

At the end of every level of the mission you are currently playing, you are asked if you would like to save the game at that stage. This will save all information on the current game including the score you have achieved.

You may save up to 6 games in the allocated positions. Scores are also displayed for each location. You can then use this as an indication of the highest score achieved.

Select one of the 6 locations available by moving the highlighter to the relevant location. Press the <RETURN> button to select the save location. Now type the name of the stored game, up to 13 characters in length. Use the <DELETE> key if you make a mistake or press the <ESC> key to quit this location.

Once you have finished typing in the save name, press the <RETURN> button. All games are stored on hard disk. Games may be retrieved from the load screen located from the main menu screen.

To exit the screen select Quit.

Hints and Tips

- 1) The radar icon is always located on the first level. You will need it to successfully progress to later levels, so find it now.
- 2) Once you collect a weapon try to collect more of the same. This will increase your weapons strength.
- 3) Some doors open automatically for certain robots. By timing it correctly you should be able to get through the door unhindered.
- 4) When your energy gets too low you will need to find health boosts. Don't engage any enemies, just keep avoiding them by walking and keeping your head low.
- 5) Remember that you are playing for points. It is not merely a case of getting to the end of each level, you also want a high score, so keep an eye out for those bonus points.
- 6) Always save your game at the end of every level.

Appendix A - Trouble Shooting

If your machine conforms to the minimum specification but the game will not run because of memory problems you will need to create a boot up disk (see below). If your machine does not conform to the minimum specification for this game you will need to return it to your software dealer or contact our help line at (310) 326-8880.

Creating a boot-up disk:

To create a boot disk, make sure you are at your hard drive DOS prompt (e.g. C:>). Place a blank HD disk in to your 3.5" disk drive (This operation can also be performed with a 5.25" disk if your machine only has a 5.25" disk drive), now type:

```
FORMAT A: /S <RETURN>
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Once you have created a boot disk, you will need to create a CONFIG.SYS and AUTOEXEC.BAT file on this disk. (* See note below) From your disk drive DOS prompt (e.g. A:>) type the following:

- 1) COPY CON CONFIG.SYS <RETURN>
- 2) FILES=30 <RETURN>
- 3) BUFFERS =25 <RETURN>
- 4) Press F6 & <RETURN>

If this has been done successfully you will see the message "1 File(s) copied". You may repeat this operation for the AUTOEXEC.BAT file.

To use the boot up disk. Turn your machine off. Make sure that the disk is inserted into your disk drive and turn on the machine. Your machine should now boot from the floppy disk.

This operation does not change your machine's default configuration. You can simply turn your machine off, remove the boot disk and turn it back on. Your machine will now be configured to run as it was before.

* Note: Your CONFIG.SYS and AUTOEXEC.BAT files contain driver information for your sound card and CD ROM drive (if installed). You will need to include these drivers in your boot up disks CONFIG.SYS & AUTOEXEC.BAT files. Please consult your manufacturers manuals for the sound card and CD drive installation procedures.

Acknowledgements

The music for Virtuoso has been written and performed by Thai Dyed Suicide. Recorded and engineered at MIXSTUDIO - with thanks to Mick and Helen. The band emerged in 1992 from a string of local talent. Battling against several line up changes they eventually settled on a group of four, combining a mixed bag of influences. This culmination of tastes led to an original sounding new style, which has gathered them a loyal following.

The band consists of:

Adam Bailey - Vocals
Jon Dunn - Guitars and Backing vocals
Andy Taylor - Bass
Richard Lawley - Drums

Thai Dyed Suicide are as yet unsigned.

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the products is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

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